



IMMERSE.ENGAGE.EXCEL

INVESTOR PITCH DECK

1. PROBLEM – Education Sector

Upskilling an additional 2 billion more learners between now and 2050 –

How will current models of education deliver access at the scale, quality and speed required?

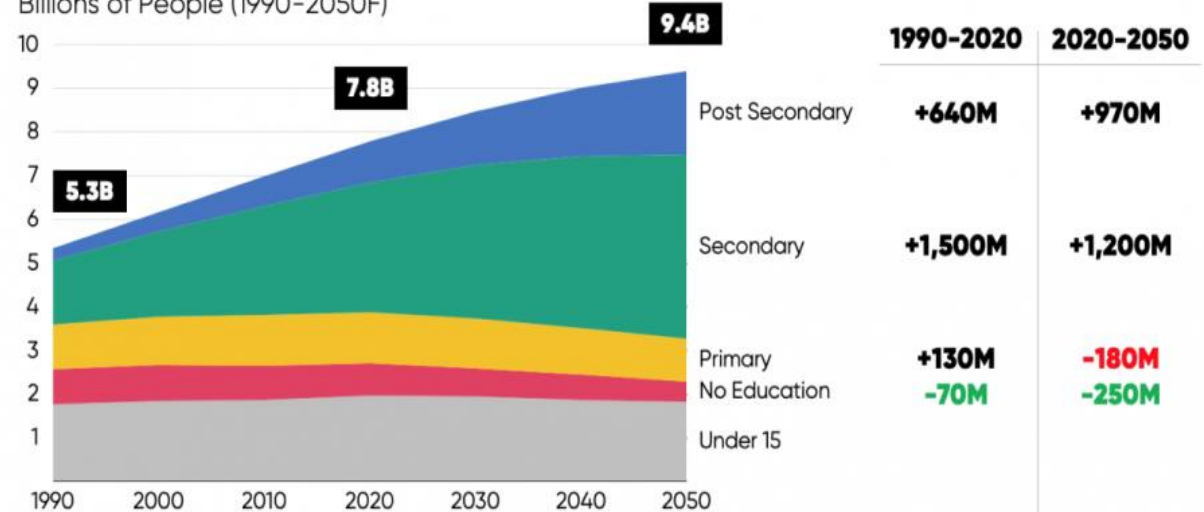
- By 2050, there will be 2 billion more school, college, university and alternative post-secondary graduates in the world than today, driven primarily by greater participation and population growth.

HOLONIQ. EDTECH IN 10 CHARTS

HolonIQ

2 Billion more learners between now and 2050

Global Population by Highest Level of Education Attainment.
Billions of People (1990–2050F)



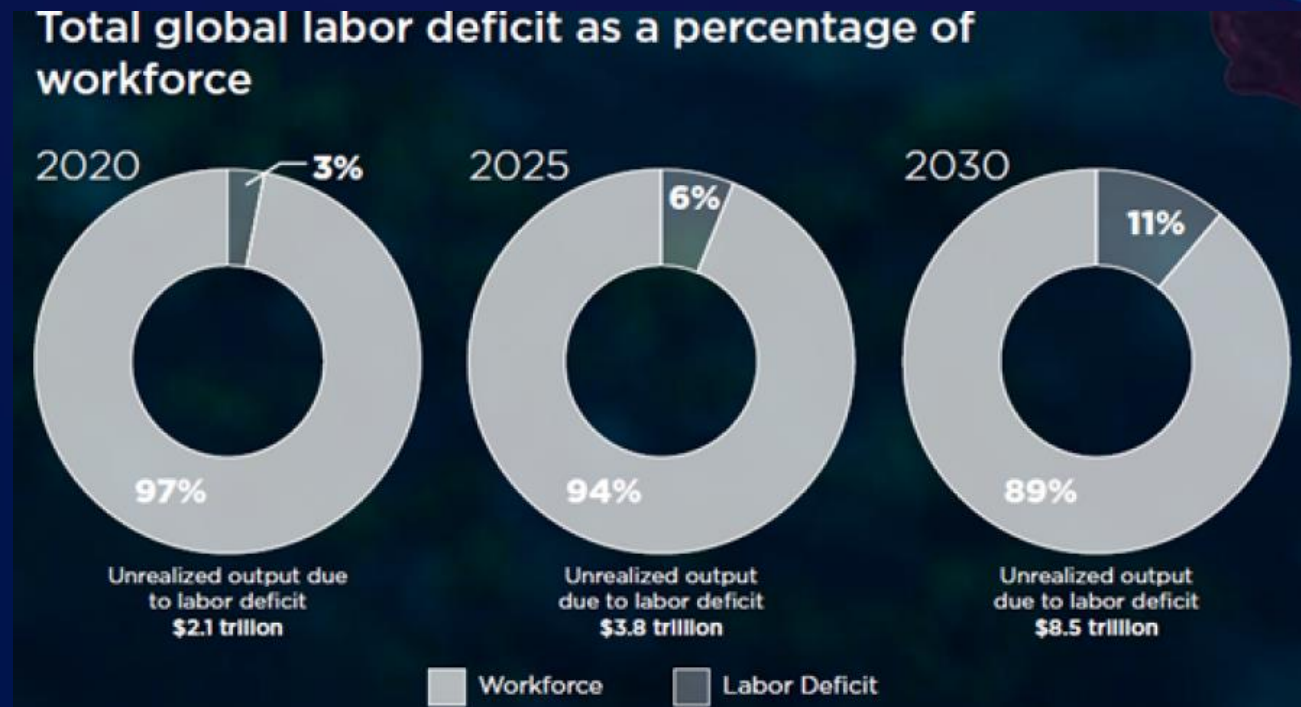
Source: HolonIQ and Wittgenstein Centre for Demography and Global Human Capital

Source: <https://www.kornferry.com/insights/this-week-in-leadership/talent-crunch-future-of-work>

2. PROBLEM – Training Sector

The \$8.5 Trillion Skilled Workforce Shortage by 2030

An extensive new Korn Ferry report finds that by 2030, more than 85 million jobs could go unfilled because there aren't enough skilled people to take them.



Source: <https://www.kornferry.com/insights/this-week-in-leadership/talent-crunch-future-of-work>

Why companies invest in VR simulators for training – it's better, faster, and cheaper at scale than traditional training methods.

VR/AR in Industry Analysis, PwC, October 2020

VR increased the consistency and effectiveness of the training, and reduced employees' time training from 10 hours per-person to just 30 minutes



FAST

4X

Faster to train in VR than in class.

FOCUS

4X

Avoid fatal instructional accidents

CONNECTION

3.75X

Higher emotional connection to content delivered.

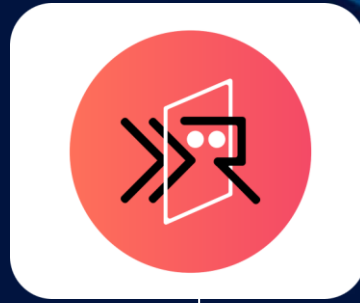
CONFIDENCE

275%

Significant increase in revenue

XR CONNECT PLATFORM

IMMERSE ○ ENGAGE ○ EXCEL



XR EDUCATION

Achieve learner self-efficacy

Distraction less Learning Environments

Custom Learning Simulations

Increased student engagement



XR COLLABORATION

Virtual immersive meetings

3D product reviews

Virtual collaboration tools

Enables effective remote workforce collaboration



XR TRAINING

Practice to perfect in a safe environment

Remote training

Capture user data like behavior, eye and gesture tracking.

Facilitates training and mirroring real life experiences

XR CONNECT USE CASES

XR COLLABORATION



**DEFENCE - TEJAS
PRODUCT DEMO**



**ENTERPRISE - TEAM
MEETING**

XR TRAINING



**PHARMA - H2S GAS SAFETY
TRAINING**

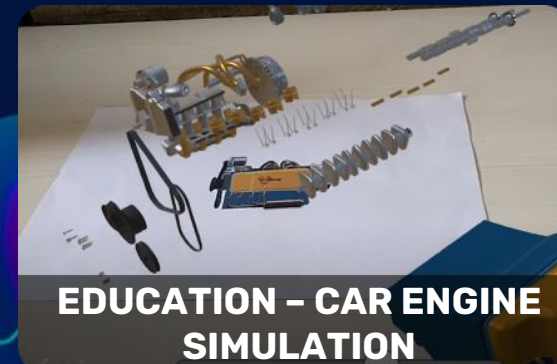


**AVIATION - CABIN CREW
SAFETY & EMERGENCY
TRAINING**

XR EDUCATION



**HEALTH CARE - LABOUR
ROOM SIMULATION**



**EDUCATION - CAR ENGINE
SIMULATION**

FEATURES



SCALABLE SERVER DEPLOYMENT

Scales as needed to accommodate remote connections on demand using AWS and Photon services.



APPLICATIONS

Create/Load immersive custom applications.



3D ASSETS

Using our IFX system you can load 3D objects and effects into your virtual environments.



MEDIA STREAMING

Share all types of media including 2D, 3D, and 360 video support, integrated web browsing and pdf document viewer.



FILES

Collaborate and create immersive experiences with a wide range of interactive objects and features.



REALISTIC AVATAR

Connect to 50 people remotely from all over the world in the same virtual room for collaborative tasks all with photorealistic avatars.



USER MANAGEMENT

Setup your organization and manage your teams access to content and features.



CROSS PLATFORM SUPPORT

We have cross platform support for all the major VR platforms and also supports standard Desktop PC's, Tablets and Phones.



SESSION SCHEDULING

Schedule events, classes, meetings or conferences using our web app and invite users to your sessions.

CREATE YOUR CONTENT

COMPETITIVE ANALYSIS MATRIX



IRIS VR



Virbela

horizon



glue.



Spatial

ENGAGE
COMMUNICATE / TEACH / LEARN

		Unknown	€240	€480	Free	€600	Unknown	Unknown
Price per user		Unknown	€240	€480	Free	€600	Unknown	Unknown
35+ users per session	✓	✗	✓	✓	✓	✗	✗	✓
VR/AR Support	✓	✗	✗	✗	✓	✓	✓	✓
Real Face Avatars	✓	n/a	n/a	✗	✗	✗	✓	✓
Content Creation Tools	✓	n/a	n/a	✗	✗	✗	✗	✓
Spatial Audio	✓	✓	n/a	✓	✓	✓	✓	✓
Spatial Recording	✓	n/a	n/a	✗	✗	✗	✗	✓
Cloud Content Uploads	✓	✓	✓	✗	✗	✗	✗	✓
Integrate Applications	✓	✗	✗	✗	✗	✗	✗	✗

ROADMAP

Timeline

**JULY
2021**

**Launch 1.0
Sector
Penetration**

Education
Collaboration
Training

**JAN
2022**

**Enterprise
Integration**

LMS Integration
ERP Integration
CRM Integration

**JULY
2022**

**Advance
Analytics**

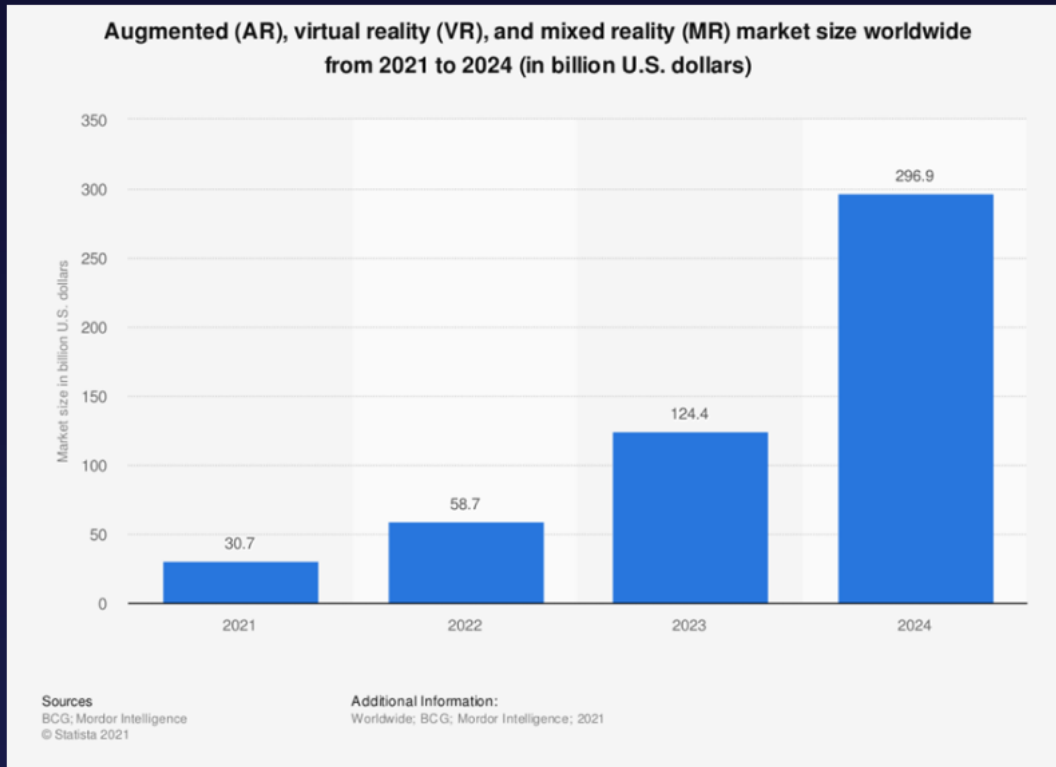
Behavior Analytics
Eye Tracking
Motion Tracking

**JAN
2023**

**Technology
Integration**

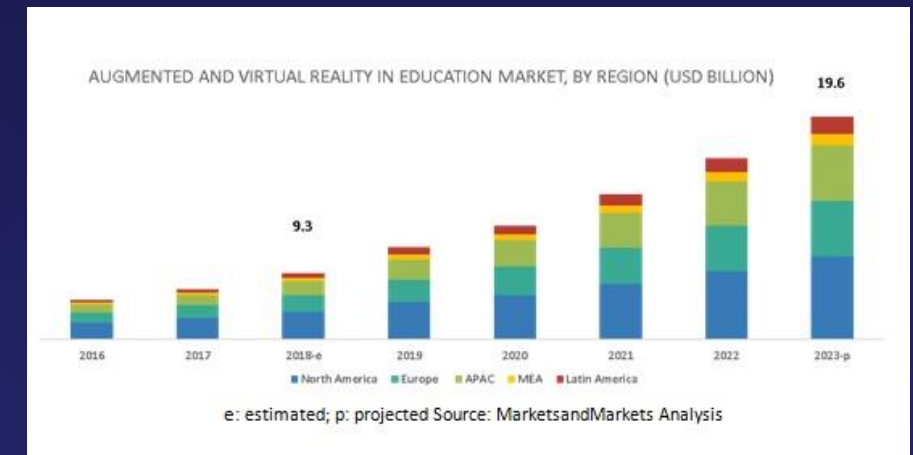
AI/ML
Computer Vision
Block Chain

XR MARKET SIZE (2021-2024) – \$300 BILLION



Source: <https://www.statista.com/statistics/591181/global-augmented-virtual-reality-market-size/>

XR MARKET SIZE IN THE EDUCATION SECTOR (2016-2023) – \$20 BILLION



The augmented and virtual reality in education market is expected to grow from USD 9.3 billion in 2018 to USD 19.6 billion by 2023, at a Compound Annual Growth Rate (CAGR) of 16.2% during the forecast period.

Source: <https://www.marketsandmarkets.com/Market-Reports/virtual-classroom-market-203811025.html>

GLOBAL MARKET SIZE OF TARGET SECTORS

Global Team
collaboration
software

\$24bn

2020-2027

Forecast CAGR of 12.7%
2020-2027 to reach
\$24Bn

Requirement for virtual, remote
communication in response to COVID
impact and WFH(Work From Home)
phenomenon is accelerating forecast
growth rates in these markets and
the market share for VR, AR, MR or
next generation solutions.

Target Addressable
Market

\$0.24bn

Global E-learning

\$374bn

2020-2027

Forecast CAGR of 14%
2020-2027 to reach
\$374Bn

Initial Target
Addressable Market

\$3.74bn

Global EdTech

\$404bn

2020-2025

Forecast of EdTech from
2020-2025 to reach
\$404Bn

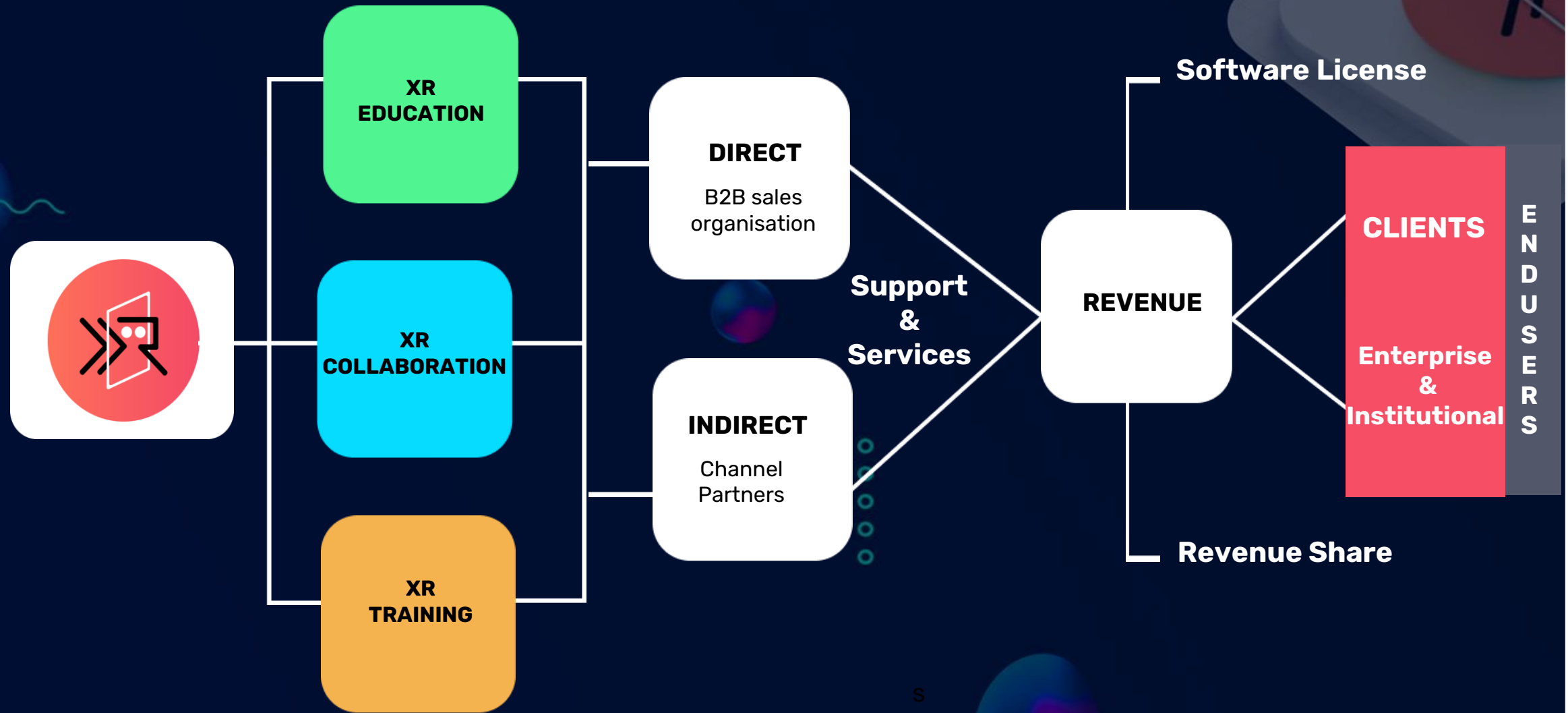
Initial Target
Addressable Market

\$3.04bn

Source:

- 1.Grand View Research
- 2.Facts & Factors
- 3.Management Estimate
- 4.Statista

BUSINESS MODEL



THE TEAM



Sunil Golla
CEO

25+ years of experience in technology and worked at various MNCs in USA including Weil, Gotshal & Manges, Ingersoll-Rand and consulted at McKinsey, John Deere & Interstate Insurance.



Kumudini Bolleboina
Head - Operations

15+ years experience in USA, An astute executive in Software, Business Development & Project Management



Dr . Devsen
Advisory

Twenty (20) years in IT (Information Technology), BI (Business Intelligence), CM(Content Management), KM (Knowledge Management), EA (Enterprise Architecture),NPTI (New Product and Technology Introduction), and Enterprise Engineering



Chandra Dasari
Advisory

25+ years experience in USA Investment Banker, Serial Entrepreneur and an Excellent Strategist



Srikanth Singam
Advisory

15+ Years in IT consistently delivering innovative services to Fortune 500 Global Companies in Business and Technological Applications.

TRACTION



AVIATION

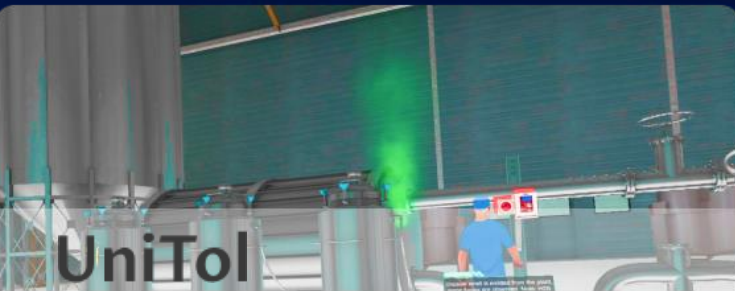
Built a Cabin Crew Safety & Emergency Training Solution



Built a Combat Air Teaming System Simulation solution for HAL through a partner firm for the Aero India 2021 event.



Partnered with Immertive to build content for medical training. The scope of the engagement is 12-24 months with a projected revenue of over \$1 Million.



UniTol

Partnered with Unitol to build training content for the pharmaceutical & education sectors.



PERVOJE

Partnered with Pervojе to build content for the US Market.



ABOUT REINVISION

Reinvision Labs is a next generation technology firm which provides world class extended reality (XR) content by bringing immersive experiences that are at once intuitive and data-rich, and which put the human user at the center of design.



OUR VISION

To be the market leaders in creating world class Extended Reality Platforms and Solutions across Industry Verticals.



OUR MISSION

"We put realism back into the Extended Reality experience, lending an uncanny sense of presence never before possible with any other technology."

GET IN TOUCH

Plot No. 29, D.S.Meridian, 4th floor,
Jayabheri Pine Valley
Gachibowli, Hyderabad, Telangana,
Pin-500032



+91 9676237564



info@reinvision.com



www.reinvision.com